

2022  
K-METaverse

## Demo Day in MWC Las Vegas

## Meet Korean Metaverse companies at MWC LV

We are proud to introduce global partners including buyers and investors, seeking collaborations with thriving Korean companies in the field of Metaverse and XR.

Metaverse DEMO DAY as part of the MWC partner program are selected by the Ministry of Science and ICT and NIPA, and they have expertise and technology to advance into the global market.

Please pre-register for the K-Metaverse Demo Day in MWC Las Vegas!

Pre-registration

Host



Ministry of Science and ICT

Organizer



NIPA National IT Industry Promotion Agency

## Overview

• Title	K-Metaverse Demo Day in MWC Las Vegas
• Date & Time	2022.09.29(Thursday) 14:30 ~ 17:30(PDT)
• Venue	Las Vegas Convention Centre (3150 Paradise Road, Las Vegas) West Hall, 2F, Theater 7 (W233)
• Participants	19 Korean Metaverse and XR Companies from 5 different fields* * Tourism & Entertainment / Education / XR Content / XR Platform / Industrial Solution ** You can find more details about 19 participating companies at the bottom of this invitation
• Contact	Secretariat of the NIPA Metaverse Content Global Consulting, Jacob Lee ☎ +82-2-6203-2544 ✉ dglee@thewelcome.co.kr

## Program

Time	Content
14:30 ~ 14:45	[Opening] Introduction of participants and the Demo Day
14:45 ~ 15:20	[Part 1] 5 Tourism & Entertainment companies
15:20 ~ 15:55	[Part 2] 5 Education Field companies
15:55 ~ 16:10	Break
16:10 ~ 16:38	[Part 3] 4 XR Content Field companies
16:38 ~ 17:06	[Part 4] 4 XR Platform Field companies
17:06 ~ 17:13	[Part 5] 1 Industrial Solution Field company
17:13 ~ 17:30	[Closing] Closing of the K-Metaverse Demo Day in MWC Las Vegas

## Participating Companies

## Session 1 - Tourism &amp; Entertainment companies

	<b>EMOTIONWAVE</b> https://emotionwave.com	"AIMPLE" The beginning of New Entertainment. Emotionwave is an AI media company that creates Art and Technology combined culture for the new generation.
<b>Aria</b>	<b>Aria Studio</b> www.showaria.com	Aria Studio is an 'Enter-tech platform' company that focuses on content production. Deliver compelling stories and experiences with its own solutions.
	<b>Tripbtoz</b> https://www.tripbtoz.com	Tripbtoz is a Korean Online Travel Agency based on User Generated Content. Tripbtoz is a one-stop platform that travelers use at every stage of travel.
	<b>JJAANN Company</b> https://jjaann.co.kr	JJAANN Company is an online metaverse platform that provides not just the technology to connect but fun content for everyone to enjoy to address this problem.
	<b>SIDEWALK Entertainment</b> https://sidewalkplay.com	Sidewalk Entertainment utilizes real-time motion tracking AI technology and developing a KPOP platform STEPIN service that combines game and social media.

## Session 2 - Education companies

	<b>Inventis</b> http://www.inventis.co.kr/en	"My School" is a platform that users can learn English and block coding as if they were playing games, and teachers can open online video classes.
	<b>DATAKING</b> https://dataking.co.kr	360hexaworld is a Metaverse World Platform that allows anyone to create their own NFTs content. Players can build and monetize their gaming experiences using NFTs.
	<b>Sharebox</b> http://www.ssharebox.com	Sharebox is a cultural content focused technology company. we provide contents that can be understood and empathized with by people all over the world.
	<b>SUPERBEAN</b> http://superbean.tv	"AIMPLE" The beginning of New Entertainment. Emotionwave is an AI media company that creates Art and Technology combined culture for the new generation.
	<b>UCON CREATIVE</b> https://uconcreative.modoo.at/	UCON CREATIVE has 2 XR contents. "Taekwon Master Metaverse" is a Taekwondo education system using AR device. "Job Teacher Metaverse" is a Job experience using VR devices

## Session 3 - XR Content companies

	<b>MINGLE &amp; CO</b> https://www.minglenco.com	ESG Green Metaverse, "BLUE MAUL" using Hundertwasser IP. A healing space for users to experience ESG more easily and fun.
	<b>Grafizix</b> http://grafizix.com	Grafizix is a company holding Professional Technique and the Infrastructure of Programing_Producing of Animation/Edutainment and Contents/ Digital media Arts.
	<b>VisualLight</b> http://visuallight.kr	VisualLight provides VR Game that is called "Throw Anything", "Wolf and Pigs", "Lucky fish bread" and "Underwater:abyss survival VR"
	<b>Immersivecast</b> https://immersivecast.com	IMMERSIVECAST provides cloud VR and virtual space, intending to create a new evolutionary paradigm for the next-generation immersive service.

## Session 4 - XR Platform companies

	<b>LINKDOTZ</b> http://linkdotz.com	"LANTOPIA", Community-based Social Metaverse Platform. Interactive voice chat in a 3D venue with empathy, and collect and decorate avatars/planets /places.
	<b>Wandervari</b> https://wondervari.com	"Hummit", 3D modeling platform for metaverse. For easier and more professional use of 3D objects.
	<b>XrisP</b> https://www.xrisp.com/en	NORICUBE offers an interactive, real-life experience to children using a convergence of XR immersive technology such as MR & AR, and holograms.
	<b>Wedit</b> https://www.digidog3d.com	Wedit is specializing in 3D digitalization based on 3D data and AI technology convergence. DIGIDOG will lower the hurdle for becoming webtoon creators.

## Session 5 - Industrial Solution companies

	<b>iGiS</b> https://igis.co.kr	IGIS provides optimal solutions to customers. We develops solutions for geospatial information and drone, providing diverse solutions to public
--	-----------------------------------	---

## Pre-registration

You can pre-register the **K-Metaverse Demo Day in MWC Las Vegas & Deep Dive Meeting with Korean Metaverse and XR companies** through below.

Pre-registration

If you have any inquiries, please contact below.

**K-Metaverse Demoday in MWC Las Vegas Manager, Jacob Lee**

☎ +82-2-6203-2544 ✉ dglee@thewelcome.co.kr



Ministry of Science and ICT



NIPA National IT Industry Promotion Agency